

Principles of programming - course description

General information	
Course name	Principles of programming
Course ID	11.3-WE-AutP-PrinProgr-Er
Faculty	Faculty of Computer Science, Electrical Engineering and Automatics
Field of study	Automatic Control and Robotics
Education profile	academic
Level of studies	First-cycle Erasmus programme
Beginning semester	winter term 2021/2022

Course information	
Semester	1
ECTS credits to win	5
Course type	obligatory
Teaching language	english
Author of syllabus	<ul style="list-style-type: none">dr inż. Grzegorz Łabiak

Classes forms					
The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment
Lecture	30	2	-	-	Exam
Laboratory	30	2	-	-	Credit with grade

Aim of the course

The goal of the subject is to teach programming in C language. In the first place the learning consists in teaching syntax and semantics of C language. Next, students are instructed how to implement simple computational algorithms. Apart from that some elements of computational complexity are introduced, which allows to assess computational cost of implemented solutions.

Prerequisites

Fundamentals of mathematics

Scope

Introductory information: a program and its components

Programming environment. Source files. Compilation. Basic elements of program and its structure. Main function. Functions and procedures.

Basic types. Variables. In/out operations. Operators.

Iterative loops: for, while, do-while

Decision instructions.

Creation of own Functions.

Arrays and character strings.

Structures.

Pointers.

Sorting algorithms: bubble sort, selection sort, quick sort.

Teaching methods

Lecture, laboratory exercises

Learning outcomes and methods of their verification

Outcome description	Outcome symbols	Methods of verification	The class form
Student knows the difference between structural and object oriented programming		<ul style="list-style-type: none">an ongoing monitoring during classes	<ul style="list-style-type: none">Laboratory
Student is able to define real world problems and present them as computational problems, critically analyse solutions and assess computational complexity		<ul style="list-style-type: none">a quizan ongoing monitoring during classes	<ul style="list-style-type: none">Laboratory
Student is able to implement typical algorithms, such as sorting, searching, etc.		<ul style="list-style-type: none">an evaluation test	<ul style="list-style-type: none">LectureLaboratory

Outcome description	Outcomesymbols	Methods of verification	The class form
Student is able to solve algorithmic problem, implement it in C language, run and test it.		<ul style="list-style-type: none"> • a quiz • an ongoing monitoring during classes 	<ul style="list-style-type: none"> • Laboratory

Assignment conditions

Lecture - exam - in order to get a credit it is necessary to pass all of the required tests (oral or written)

Laboratory - the main condition to get a pass are sufficient marks for all exercises and tests conducted during the semester

Calculation of the final Grade: lecture 50% + laboratory 50%

Recommended reading

1. Kernighan B. W., Ritchie D. M.: Język Ansi C, WNT, Warszawa, 1994.
2. Sielicki A.: Laboratorium programowania w języku Pascal, Oficyna Wydawnicza Politechniki Wrocławskiej, Wrocław, 1994

Further reading

1. Aho A. V., Hopcroft J. E., Ullman J. D.: Projektowanie i analiza algorytmów, Helion, Warszawa, 2003.
2. Banachowski L., Diks K., Rytter W.: Algorytmy i struktury danych, WNT Warszawa, 2001.
3. Roszkowski J.: Analiza i projektowanie strukturalne, Helion, Gliwice, 2002.
4. Wirth N.: Algorytmy + struktury danych = programy, WNT, Warszawa, 1989.

Notes

Modified by dr hab. inż. Wojciech Paszke, prof. UZ (last modification: 12-07-2021 07:56)

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